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Total No. of Questions: 18

MCA (2015 to 2018) (Sem.-4) INTERACTIVE COMPUTER GRAPHICS

Subject Code: MCA-403 M.Code: 74121

Time: 3 Hrs. Max. Marks: 60

INSTRUCTIONS TO CANDIDATES:

- SECTIONS-A, B, C & D contains TWO questions each carrying TEN marks each and students has to attempt any ONE question from each SECTION.
- SECTION-E is COMPULSORY consisting of TEN questions carrying TWENTY marks in all.

SECTION-A

- Elaborate in detail the different graphics devices.
- a) What are the various color display techniques used in computer graphics? Briefly discuss each.
 - b) Differentiate between raster scan and random scan systems.

SECTION-B

- Differentiate the steps required to scan-convert a circle using the mid-point and Bresenham's algorithm.
- What do you mean by line clipping? Discuss Cohen-Sutherland line-clipping algorithm for 2-D objects.

SECTION-C

- What are 3-dimensional geometric transformations? Explain the basic 3-D transformations along with their matrix representation.
- Explain in detail the properties of Bezier and B-spline curves.

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SECTION-D

- 7. Discuss in detail the Z-buffer algorithm. How does this algorithm determine which surfaces are hidden?
- Discuss the working of Phong shading algorithm with an example.

SECTION-E

- Define computer graphics. Write any two applications.
- 10. What are display controllers?
- 11. What are the side effects of Bresenham's line drawing technique?
- 12. What do you mean by Composite transformation?
- 13. Why are homogeneous coordinate systems required in computer graphics?
- 14. What is the difference between polygon clipping and text clipping?
- Write the matrix representation of Shearing.
- Define Antialiasing.
- Differentiate between illumination and shading.
- 18. What is the major difference between A-buffer and Z-buffer methods for visible surface detection?

NOTE: Disclosure of Identity by writing Mobile No. or Marking of passing request on any paper of Answer Sheet will lead to UMC against the Student.

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